IN THE CLAIMS:

The instant amendment cancels claims 1-25, and 48-51 and amends claims 26-47, without prejudice or disclaimer, and adds claims 54-57. After the entry of the instant amendment, the claims will be:

Claims 1-25 (cancelled).

26. (currently amended) A ball game apparatus for playing a ball game , said ball game apparatus being configured to operate with ~~by displaying at least a ball character on~~ a screen of a display device, said ball game apparatus comprising:

an input device including a handle to be moved in a three-dimensional space by a game player , to produce a movement for simulating an interception of a ball;

a first signal-generator ~~signal output means~~ incorporated in said input device to output an acceleration correlated signal according to an acceleration upon moving said input device in the three-dimensional space to produce said movement for simulating an interception of a ball, said acceleration correlated signal indicating a plurality of different non-zero acceleration values;

a second signal-generator incorporated in said input device to output a second signal in response to said accelerated correlation signal; and

a game processor for

displaying a ball character on said screen of said display device,

receiving said second signal, and

determining, based on said second signal ~~acceleration correlated signal~~ and a moving timing of said ball character that is a position of said ball character in a depth direction in said screen, a moving direction of said ball character as a parameter for a movement of the ball character after a hit.

27. (currently amended) The game apparatus according to claim 26, wherein said game processor determines a moving direction of said ball character by further

taking an approaching ~~a~~ course of said ball character into account.

28. (currently amended) The game apparatus according to claim 26, wherein said game processor determines a moving speed of said ball character in accordance with a level of said acceleration ~~correlated signal~~.

29. (currently amended) The game apparatus according to claim 26, wherein said first signal-generator ~~input device~~ includes a piezoelectric buzzer ~~incorporated therein, said acceleration correlated signal being generated by said piezoelectric buzzer~~.

30. (currently amended) The game apparatus according to claim 26, wherein said game processor detects a timing that said acceleration ~~correlated signal~~ reaches a peak value, and determines based on said timing and said moving timing ~~a timing~~ of said ball character said ~~the~~ moving direction of said ball character.

31. (currently amended) The game apparatus according to claim 26, wherein said game processor detects a timing that said acceleration ~~correlated signal~~ reaches a predetermined value, and determines based on said timing and said moving timing ~~a timing~~ of said ball said ~~the~~ moving direction of said ball character.

32. (currently amended) The game apparatus according to claim 26, wherein said second signal-generator comprises ~~further comprising~~ :

second signal ~~acceleration correlated signal~~ transmitting means for transmitting the second signal ~~acceleration correlated signal~~ in a wireless manner, and

enabling means for enabling said second signal ~~acceleration correlated signal~~ transmitting means to transmit the second signal ~~acceleration correlated signal~~ when a magnitude level of said ~~the~~ acceleration ~~correlated signal~~ is equal to or larger than the predetermined level.

33. (currently amended) The game apparatus according to claim 26, further

comprising a memory ~~an information storage medium~~,

said game processor including ~~at least~~ an operation processing means, image processing means, sound processing means and a memory;

said operation processing means executing a program code stored in said memory ~~information storage medium~~ and calculating ~~at least~~ a position, moving direction and speed of the ball character on the basis of an acceleration correlated signal outputted from said first signal-generator ~~signal output means~~;

said image processing means generating image information including the ball character by use of image data stored in said memory ~~information storage medium~~ under control of said operation processing means;

said sound processing means reproducing sound by use of sound data stored in said memory ~~information storage medium~~ under control of said operation processing means;

said memory being used for ~~at least~~ said operation processing means to hold a process and result of an operation.

34. (currently amended) The game apparatus according to claim 33, wherein said memory ~~information storage medium~~ includes a non-volatile semiconductor memory.

35. (currently amended) The game apparatus according to claim 26, wherein said ball game is a baseball game,

said input device including a bat input device[[,]]

~~said game processor causing a change in the ball character according to the acceleration correlated signal from said bat input device~~ .

36. (currently amended) The game apparatus according to claim 26, wherein said ~~the~~ ball game is a game using a racket,

said input device including a racket input device[[,]]

~~said game processor causing a change in the ball character according to the~~

~~acceleration correlated signal from said racket input device~~ .

37. (currently amended) The game apparatus according to claim 32, wherein said second signal ~~acceleration correlated signal~~ transmitting means includes an infrared-ray emission element, further comprising a light receiving element which receives the infrared- ray from said infrared-ray emission element.

38. (currently amended) The game apparatus according to claim 26, wherein said first signal-generator ~~signal output means~~ includes a ~~at least one~~ pair of acceleration sensors which are provided so as to sandwich an origin, and said game processor evaluates a moving speed of said input device in accordance with a sum of detection values of said pair of acceleration sensors and a rotating speed of said input device in accordance with a difference of said detection values of said pair of acceleration sensors.

39. (Currently Amended) A ball game apparatus for playing a ball game , said ball game apparatus being configured to operate with ~~by displaying at least a ball character on~~ a screen of a display device, said ball game apparatus comprising:

an input device including a handle to be moved in a three-dimensional space by a game player , to produce a movement for simulating an interception of a ball;

a first signal-generator ~~an acceleration switch~~ incorporated in said input device to output a first signal, said first signal being a step function of a force generated ~~an ON signal when an acceleration~~ upon moving said input device in said ~~the~~ three-dimensional space by said game player ~~becomes a predetermined value~~;

a second signal-generator incorporated in said input device to output a second signal in response to said first signal; and

a game processor for

displaying a ball character on said screen of said display device,

receiving said second signal, ~~the ON signal~~ and

determining, based on a timing of said second signal ~~a timing that said acceleration switch is turned on~~ and a moving timing that is a position of said ball character in a depth direction in said screen, a moving direction of said ball character as a parameter for a movement of said ball character after a hit.

40. (currently amended) The game apparatus according to claim 39, wherein said game processor determines a moving direction of said ball character by further taking an approaching ~~a~~ course of said ball character into account.

41. (currently amended) The game apparatus according to claim 39, wherein said first signal-generator ~~acceleration switch~~ includes a weight ~~which is~~ elastically biased by a spring.

42. (currently amended) The game apparatus according to claim 39, further

comprising a memory ~~an information storage medium~~,

said game processor including an ~~at least~~ operation processing means, image processing means, sound processing means and a memory;

said operation processing means executing a program code stored in said memory ~~information storage medium~~ and calculating the moving direction of the ball character on the basis of the second signal ~~ON signal outputted from said acceleration switch~~ and the position of said ball character;

said image processing means generating image information including the ball character by use of image data stored in said memory ~~information storage medium~~ under control of said operation processing means;

said sound processing means reproducing sound by use of sound data stored in said memory ~~information storage medium~~ under control of said operation processing means;

said memory being used for ~~at least~~ said operation processing means to hold a process and result of an operation.

43. (currently amended) The game apparatus according to claim 42, wherein said memory ~~information storage medium~~ includes a non-volatile semiconductor memory.

44. (currently amended) The game apparatus according to claim 39, wherein said ball game is a baseball game,

said input device including a bat input device [[,]]

~~said game processor causing a change in the ball character according to the ON signal from said bat input device~~ .

45. (currently amended) The game apparatus according to claim 39, wherein

the ball game is a game using a racket,

said input device including a racket input device [[,]]

~~said game processor causing a change in the ball character according to the ON signal from said racket input device~~ .

46. (currently amended)The ball game apparatus according to claim 39, wherein said second signal-generator comprises ~~further comprising~~ a transmitter that transmits said second ~~: ON signal transmitting means for transmitting the ON~~ signal in a wireless manner.

47. (currently amended) The ball game apparatus according to claim 46, wherein said transmitter ~~ON signal transmitting means~~ includes an infrared-ray emission element, further comprising a light receiving element which receives the infrared-ray from said infrared-ray emission element.

Claims 48-51 (Cancelled)

52. (currently amended) An information storage medium including a program readable by a game processor in a ball game apparatus for playing a ball game , said ball game apparatus being configured to operate with a screen of a display device, said ball game apparatus comprising:

an input device including a handle to be moved in a three-dimensional space by a game player, to produce a movement for simulating an interception of a ball;

a first signal-generator incorporated in said input device to output an acceleration correlated signal according to an acceleration upon moving said input device in the three-dimensional space to produce said movement for simulating an interception of a ball, said acceleration correlated signal indicating a plurality of different non-zero acceleration values;

a second signal-generator incorporated in said input device to output a second signal in response to said accelerated correlation signal; and

~~playing, with using an input device to be moved in a three-dimensional space by a game player, a ball game by displaying at least a bail character on a screen of a display~~

~~device, wherein said input device includes signal output means for outputting an acceleration correlated signal according to an acceleration upon moving said input device in the three-dimensional space , and~~ said program causing ~~causes~~ said game processor to ~~function as~~ :

display a ball character on said screen of said display device,

receive said second signal, and

determine, based on said second signal and a moving timing of said ball character that is a position of said ball character in a depth direction in said screen, a moving direction of said ball character as a parameter for a movement of the ball character after a hit

~~receiving means for receiving the acceleration correlated signal; and~~

~~determining means for determining, based on said acceleration correlated signal and a moving timing of said ball character that is a position of said ball character in a depth direction in said screen, a moving direction of said ball character as a parameter for a movement of the ball character after a hit~~ .

53. (currently amended) An information storage medium including a program readable by a game processor in a ball game apparatus for playing a ball game, said ball game apparatus being configured to operate with a screen of a display device, said ball game apparatus comprising:

an input device including a handle to be moved in a three-dimensional space by a game player, to produce a movement for simulating an interception of a ball;

a first signal-generator incorporated in said input device to output a first signal, said first signal being a step function of a force generated upon moving said input device in said ~~the~~ three-dimensional space by said game player;

a second signal-generator incorporated in said input device to output a second signal in response to said first signal, ~~playing, with using an input device to be moved in a three-dimensional space by a game player, a ball game by displaying at least a ball character on a screen of a display device, wherein said input device includes an acceleration switch for outputting an ON signal when an acceleration upon moving said~~

~~input device in the three-dimensional space becomes a predetermined value or more,~~ ~~and~~ said program causing ~~causes~~ said game processor to ~~function as~~ :

display a ball character on said screen of said display device,

receive said second signal, ~~the ON signal~~ and

determine, based on a timing of said second signal and a moving timing that is a position of said ball character in a depth direction in said screen, a moving direction of said ball character as a parameter for a movement of said ball character after a hit

~~receiving means for receiving the ON signal; and~~

~~determining means for determining, based on a timing that said acceleration switch is turned-on and a moving timing of said bail character that is a position of said ball character in a depth direction in said screen, a moving direction of said ball character as a parameter for a movement of the ball character after a hit~~ .

54. (new) The ball game apparatus according to claim 26 wherein said first signal-generator is configured to generate said acceleration correlated signal to have a varying pulse width according to an acceleration upon moving said input device in said three-dimensional space.

55. (new) The ball game apparatus according to claim 26 further including a plurality of transmitters, each transmitter transmitting said acceleration correlated signal in a wireless manner from a respective surface of said input device.

56. (new) The ball game apparatus according to claim 26 wherein the second-signal-generator generates a second signal that includes the acceleration correlated ~~coordinated~~ signal.

57. (new) The ball game apparatus according to claim 39 wherein the

second-signal-generator generates a second signal that includes the first signal.